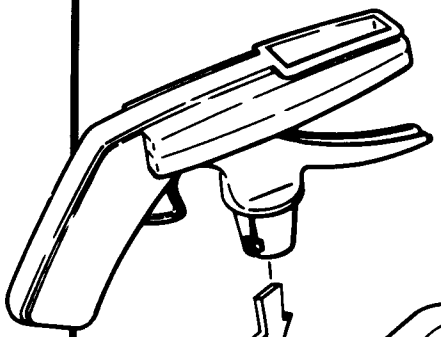
CROSSFIRE®

INITIAL ASSEMBLY

CONTENTS

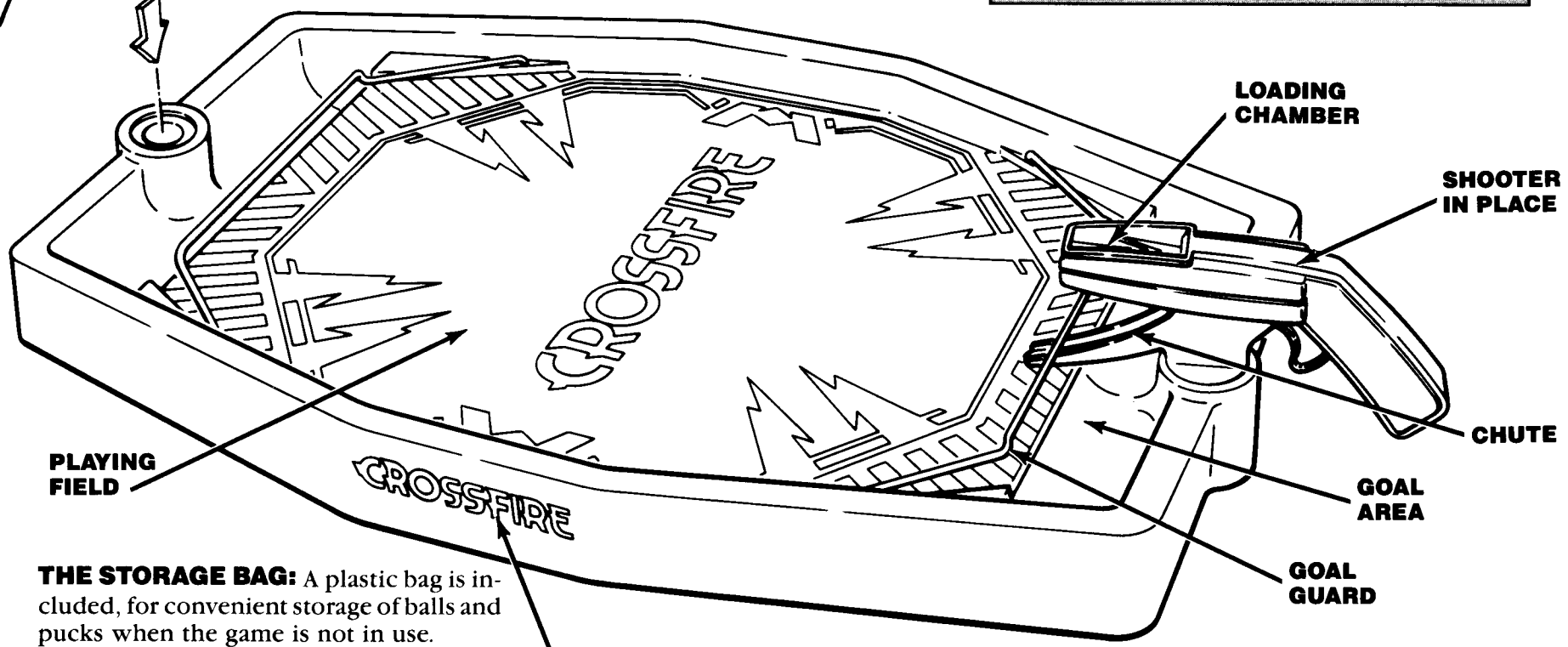
1 base with playing field / 2 shooters / 1 Star Puck / 1 Tri Puck / 40 steel balls / 2 goal guards / 1 label sheet / 4 rubber feet / 1 storage bag

NOTE: Once the shooters are assembled to the base, they stay assembled. Trying to remove them may cause damage to the shooters or the base!



SHOOTER ASSEMBLY: Point shooter toward corner of playing field. Press down to snap shooter into hole, as shown.

Then turn shooter toward playing field, positioning chute under goal guard (see SHOOTER IN PLACE, at right).

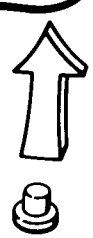


THE STORAGE BAG: A plastic bag is included, for convenient storage of balls and pucks when the game is not in use.

W A R N I N G

SMALL STEEL BALLS COULD BE A CHOKING HAZARD IF SWALLOWED BY YOUNG CHILDREN. STEEL BALLS ARE NON-TOXIC. ALWAYS STORE THE BALLS SAFELY AWAY AFTER PLAY.

THE LABELS: Peel the 2 CROSSFIRE labels off the sheet. Carefully apply 1 label to each side of the base, as shown.



INSERTING THE RUBBER FEET: Lift end of base. Push and twist foot all the way up into hole under corner, as shown. Do the same under all corners.

SEE BACK FOR GAME RULES

FOR 2 PLAYERS

OBJECT: Aim well, fire fast, and be first to score 3 goals.

GET READY!

1. Divide the steel balls evenly with your opponent. Then load all 20 balls into your shooter's loading chamber (see illustration on other side), while your opponent does the same.

2. Place the Star Puck and the Tri Puck into the center of the playing field.

HOW TO OPERATE YOUR SHOOTER

Shooting: To fire a ball from your shooter, just squeeze the yellow trigger. Release the trigger before firing another shot.

You can use one or *both* hands to shoot---or you can be a "switch shooter" by alternating hands as you play!

Getting Out Of A Jam: Occasionally, your shooter may jam up and refuse to fire. If your shooter jams up, just give it a little jiggle, to loosen the balls.

PLAY!

Opening Fire: One player says: "FIRE!" At the "FIRE" signal, both players begin shooting at the pucks to try to score goals. To score a goal, you must knock a puck *into* your opponent's goal area (the groove just beyond the playing field). Play offensively *and* defensively, trying to score goals while knocking pucks away from your goal area!

Reloading: As balls roll into your goal area, scoop them up with your free hand and place them in your shooter's loading chamber. Reload *only* balls from your goal area--never from the playing field.

If possible, keep firing as you reload. If switching shooter hands makes reloading easier, go ahead and switch!

Scoring A Goal: When you knock a puck into your opponent's goal area, you score a goal! If it's not your third goal and another puck is still in play, keep shooting! Don't stop the action until a player knocks the remaining puck in for a goal.

Resetting The Pucks: When both pucks have been knocked in for goals, stop shooting. Divide the balls evenly, load your shooters, and place the 2 pucks in the center of the playing field. Then call "FIRE!" and begin shooting again. NOTE: Always keep track of the goals you've scored so far in the game.

HOW TO WIN

The first player to score 3 goals is the winner!

MORE CROSSFIRE FUN!

After perfecting your sharp-shooting technique, try these challenging game variations:

Playing Without Goal Guards

Your goal guard protects your goal area, by making it narrower. Without it, it's tougher to defend your goal area from incoming pucks!

Remove both goal guards, for a faster game. Or remove only your *own* goal guard as a handicap when facing a less experienced player.

To remove a goal guard, just lift both ends out of the holes in the base. To replace a goal guard, press both ends firmly and evenly into the holes in the base.

The Blitz Game

The Blitz game is all-action from "Fire!" to finish! Players remove each puck as soon as it's scored, and return it immediately to the center of the playing field. The first player to score 3 goals wins the game!

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